

EditView

NS-01-0790

Overview

This section introduces you to EditView, a graphic way to view, edit and synchronize Direct-to-Disk cues in a sequence.


About EditView

EditView is an editing window on the cue events in the current sequencer. All editing done in EditView affects the sequence while the original audio on the Direct-to-Disk remains intact. The sequence is saved in the usual way from the Audio Event Editor.

To use EditView, MultiFinder must be running. See the section "Running other software" in the *Introduction* manual.

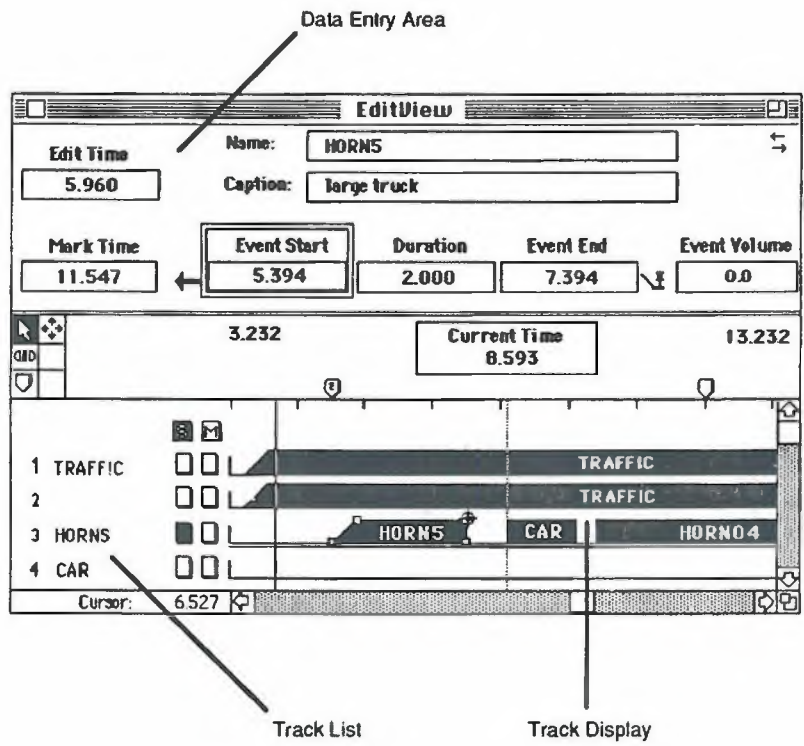
Displaying EditView

EditView is displayed in a separate window and has a set of pulldown menus that appear in the menu bar at the top of the screen when the module is active. To open the EditView window from the Finder, double-click the EditView icon. If the RTP window is already open, select **Transfer to Applications** from the **Window** menu.

If  is visible in the upper right corner of the EditView window, your Macintosh is successfully communicating with the Synclavier computer. If it is not visible, the communications link has been broken. Check that the cables have been properly connected and the correct software has been installed.

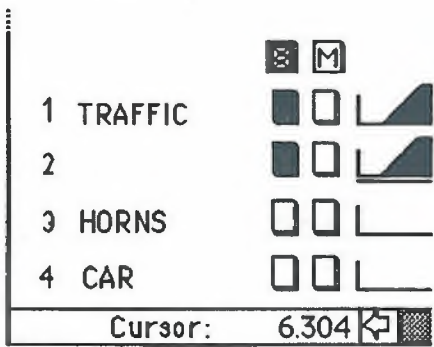
If the RTP window is displayed in mid- or half-size, you can view the RTP window and the EditView window at the same time.

Use the vertical Scroll Bar to scroll through all 200 tracks. Use the horizontal Scroll Bar to scroll through the sequence.



The Track List

The bottom left portion of the EditView window consists of a Track List. The names and numbers of each track appear here. (Note that while tracks containing notelists are not viewable, the track names still appear.) The currently selected track appears with an underline below the events on that track.

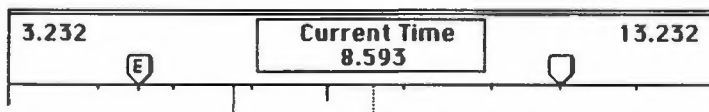


Track names can be edited from the Event List Editor panel of the Audio Event Editor.

The Track Display

The Track Display graphically represents cues placed on the sequence tracks. These events can be edited and moved in the sequence.

At the top of the Track Display is the **Ruler**. The Ruler marks off increments of time in the sequence. The amount of each increment depends on the time format in which the events are displayed.



<u>time format</u>	<u>increment</u>
beats:measures	1 beat
seconds	1 second
minutes:seconds	1 second
SMPTE	10 frames
feet:frames	10 frames

The numbers at either end of the ruler indicate the range of sequence time currently displayed. Display a different part of the sequence by entering a new time into either time field.

You can also display a different part of the sequence by entering a new Current Time, or by using one of the motion controls. As the sequence plays, the display area scrolls. A dotted vertical line below **Current Time** indicates the location of the sequencer. If you do not want the display to scroll while playing, select **Lock Display** from the Controls menu to freeze it.

To change the amount of the sequence displayed, select **Zoom In** (⌘-]) or **Zoom Out** (⌘-]) from the Events menu.

Overview (con't)

Events and handles

Events are Direct-to-Disk cues which have been placed on the sequencer tracks. They graphically appear in EditView for easy editing and playback. Click an event to select it. (Many commands require that you select an event before you can perform an operation on it.)

When an event is selected, five handles appear as small boxes around the event. These are used for editing and moving the event.



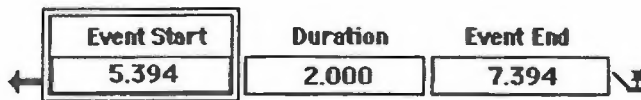
Select a handle by clicking it or by using the Times menu or key equivalents. The selected handle highlights. Press the Tab key to select the next handle automatically. (Many commands require that you select a handle before you can perform an operation on it.)

The name of the selected event and its caption appear at the top of the EditView window. Currently, neither entry can be edited. Use the Audio Event Editor to edit the event name and caption.

Name:	<input type="text" value="HORNS"/>
Caption:	<input type="text" value="large truck"/>

Event times

When selected, a handle highlights, and times associated with the selected handle appear at the top of the window. The time associated with the currently selected handle is surrounded by a double-box. Any handle can be moved by selecting its time field and editing it.



Handle times can be locked. A locked handle does not move. An Arrow (→) appears next to a handle time that can be changed and a Tack (⌵) appears next to a handle time that is locked. Clicking an Arrow changes it to a Tack, and vice-versa. Only one handle can be locked at a time.

When the Event Start, Event End, Fade In or Fade Out time is locked, entering a new time into the unlocked field trims the event.

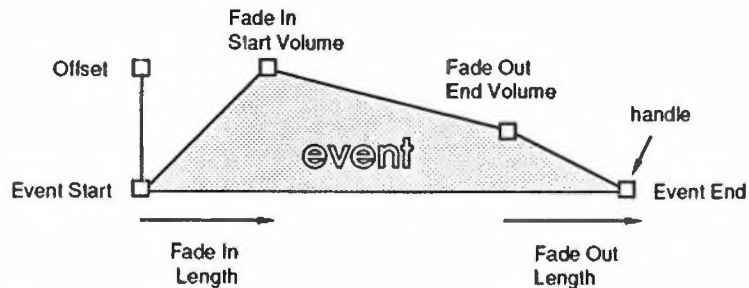
Event Duration or Length refers to the duration of an event or the length of a fade or offset, depending on which handle it selected. When Arrows appear next to both times, the Duration (or Length) is locked, and entering a new time into an unlocked field moves the event without changing the event length.

The Offset Time is a time within the event that can be synced to the sequence (or picture). This may be the beginning of the event, the end of the event (for backtiming) or any point within the event. The Offset Length is the duration from the beginning of the event to the Offset Time.

Overview (con't)

Volume envelope

The sound of an event is determined by the shape of its **Volume Envelope**. The sound is altered by changing the volume levels at specific handle times.



The **Start Volume** is the volume level at the Fade In handle which appears when the handle is selected. The **End Volume** is the volume level at the Fade Out handle which appears when the handle is selected.

The **Event Volume** determines the overall volume level for an event within the sequence. It acts as a volume master, keeping the relationship between the Start and End Volume constant. Because each event in the sequence has its own Event Volume, it is possible to set a fixed "mix" or balance between events. The Event Volume field appears when the Event Start, Event End or Offset handle is selected.

Change the volume envelope by editing the volume level time field next to the event times.

Start Volume

80.0

Mark Points

There are two types of sequence markers which can be placed on the Ruler—the Mark Point and the Edit Mark. These are used for editing and for locating the sequencer.



The **Mark Point** is a temporary marker that can be placed anywhere in the sequence by entering a time in the **Mark Time** field or by dragging the Mark Point icon to the desired position on the ruler. The sequencer can be located to this point.

Mark Time
34.543



The **Edit Mark** is a temporary marker that is placed after scrubbing with the Mark Tool. The **Edit Time** field displays the current Edit Mark location. The Edit Mark is moved each time you scrub or drag the icon on the Ruler.



Edit Time
8.065



Pressing the Command key selects the Mark Tool automatically. (See also, "Scrubbing")

Use the commands in the Events menu to align, trim and move in relation to either mark point. Use the commands in the Controls menu to locate the sequencer to either mark point.

Overview (con't)

Solo and Mute buttons

To the right of the track names are Solo/Mute buttons ( ) which toggle off and on. Click a Solo button (green when lit) to hear audio only from that track. Click a Mute button (red when lit) to prevent hearing audio from that track.

The Master Solo/Master Mute buttons ( ) light when any track is soloed or muted. Click the Master Solo button (green when lit) to clear all solos. Click the Master Mute button (red when lit) to clear all mutes.

You can also select **Clear Solos** or **Clear Mutes** from the Controls menu to clear all track solos and mutes.

When scrubbing a track, its solo button lights automatically. When you stop scrubbing, the track is no longer soloed.

Event and sequence scrubbing

Scrubbing in EditView is similar to scrubbing over audio tape, it is used for finding a location in the event or sequence for editing purposes. Only cues are triggered during scrubbing.

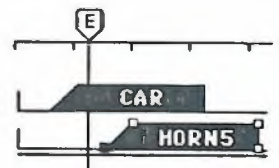
Two tools can be used for scrubbing—the Select Tool or the Mark Tool. To scrub, select the tool and then drag the vertical cursor back and forth across the Track Display to hear audio. When you start scrubbing on an event, the track is soloed. When you start scrubbing outside an event, the sequence is scrubbed.

Use the Select Tool when you want to scrub only. When you start scrubbing on an event, the event is selected and the track is soloed. When you start scrubbing outside an event, any selected event is deselected.

Use the Mark Tool when you want to place the Edit Mark on the Ruler after scrubbing. When you start scrubbing on an event, the track is soloed. When you start scrubbing outside an event, the sequence is scrubbed. Any selected event remains selected.

The current scrub location is given in the cursor time field, below the Track List.

3	HORN
4	CAR
Cursor: 6.527	









Motion Controls

You can play the sequence by holding the Control key down while double-clicking in the Track Display at the point where you want to begin playback. The following motion controls are also available.

Motion Control		Keyboard Equivalent
Stop		Control ↓
Locate to mark		Control ↓ ↓
Continue		Control ↑
Play from mark		Control ↑ ↑
Fast Forward	2x	Control →
	8x	Control → →
	32x	Control → → →
Rewind	2x	Control ←
	8x	Control ← ←
	32x	Control ← ← ←

Motion Controls (con't)

Select the Motion Control Tool () and drag across the Track Display to forward or reverse the sequencer. The farther left or right you drag, the faster the shuttle. Press the Control key to automatically select the Motion Control Tool.

Motion Control	Keyboard Equivalent
Play Selected Event	 
Play From Handle	
Play To Handle	
Stop Playback	

Tools and menus


This section briefly describes each of EditView's tools and menu commands.






Tools Palette

The Tools Palette is at the left end of the Ruler. Selecting a tool changes the function of the cursor. You can select a tool by clicking it. Double-clicking the tool (except Select) locks it in that mode until you click another tool. You can also use the key equivalents given below to select a tool automatically.

The **Select Tool**  is the default mode. Use it to select events, move handles, and scrub.

The **Motion Control Tool**  is used to advance or reverse the sequencer. Press and hold the Control key to automatically select the Motion Control Tool.

The **Mark Tool**  is used to place a temporary Edit Mark after scrubbing. Press and hold \mathbb{C} to automatically select the Motion Control Tool

The **Move Tool**  is used to move events by dragging. While the Move Tool is selected, use the keyboard arrow keys to move an event left and right or up and down. When the Move Tool is over a handle, a slightly different Move Tool  appears. Press and hold \mathbb{C} -Option to automatically select the Move Tool.

Tools and menus (con't)

File	
New	⌘N
Open...	⌘O
Close	⌘W
Close EditView	
Quit	⌘Q

File menu

New opens the EditView window and displays cues in the current sequence.

Open... is not currently functional.

Close leaves the EditView window.

Close EditView is not currently functional.

Quit leaves the EditView module.

Edit menu

Undo reverses the most recent edit of an event or time field.


Cut removes the selected event and places it on the Clipboard.

Copy places a copy of the selected numeric field or event onto the Clipboard.

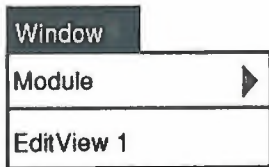
Paste puts the Clipboard contents into the selected numeric field, replacing the previous contents, or an event into the sequence at the Edit Mark.

Clear sets the selected numeric field to zero without changing the Clipboard contents.

Block splits an event in two at the Edit Mark.

Edit 	
Undo	⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘V
Clear	
Block	⌘B

Tools and menus (con't)



Window menu

Module lists available modules on a pop-up menu. Select the desired module from the menu.

✓ **EditView** displays the name of the currently selected module.

Events menu

Align to Current Time moves the entire event and aligns the selected handle to the current sequence time. Event duration is not changed.

Align to Edit Mark moves the entire event and aligns the selected handle to the Edit Mark. Event duration is not changed.

Align to Mark moves the entire event and aligns the selected handle to the Mark Point. Event duration is not changed.

Trim to Current Time moves the selected handle to the current sequence time. The event duration may be changed. If the Event Start handle is trimmed synchronization is not retained.

Trim to Edit Mark moves the selected handle to the current Edit Mark. The event duration may be changed. If the Event Start handle is trimmed synchronization is not retained.

Trim to Mark moves the selected handle to the current Mark Point. The event duration may be changed. If the Event Start handle is trimmed synchronization is not retained.

Move Edit Mark to Cursor moves the Edit Mark to the current cursor location.

Move Mark to Edit Mark moves the Mark Point to the Edit Mark location.

Move Mark to Handle moves the Mark Point to the location of the selected handle.

Zoom In displays a more detailed view of the sequence.

Zoom Out displays a larger view of the sequence.

Events	
Align to Current Time	
Align to Edit Mark	
Align to Mark	

Trim to Current Time	
Trim to Edit Mark	
Trim to Mark	

Move Edit Mark to Cursor	
Move Mark to Edit Mark	
Move Mark to Handle	

Zoom In	⌘I
Zoom Out	⌘J

**Tools and menus
(con't)**

Controls		F12
Play Selected Event	⌘P	
Play From Handle	F9	
Play To Handle	F11	
Stop Playback	F10	
Locate to Mark		
Locate to Edit Mark		
Clear Solos		
Clear Mutes		
Lock Display		

Controls menu

Play Selected Event plays the selected event only.

Play from Handle plays the sequence from the selected handle.

Play to Handle plays the sequence starting three seconds before the selected handle.

Stop Playback stops all playback.

Locate to Mark locates the sequencer to the Mark Point.

Locate to Edit Mark locates the sequencer to the Edit Mark.

Clear Solos clears all track solos.

Clear Mutes clears all track mutes.

Lock Display prevents the Track Display from scrolling.

Times menu

Event Start selects the Event Start handle.

Fade In selects the Fade In handle.

Event Offset selects the Event Offset handle.

Fade Out selects the Fade Out handle.

Event End selects the Event End handle.

Times

Event Start	⌘1
Fade In	⌘2
Event Offset	⌘3
Fade Out	⌘4
Event End	⌘5

Basic EditView techniques

The following instructions explain how to perform common editing functions using EditView.

General editing information

The following are some general editing features.

- Any time field can be edited.
- Copy, Clear and Paste times using the Edit menu commands.
- Enter times directly into fields or subfields. Use the Tab key to select subfields within a time automatically. Use the Option and Command keys with a click to jog the selected time subfield up or down.
- Cut and Copy selected events in the sequence using the Edit menu commands.
- Paste a selected event into the sequence using the Edit menu command. The Paste command pastes the copied or cut event into the sequence at the current track and Edit Mark. The event is synced to the Event Start, or the Offset, if one is set.
- Undo the previous edit by selecting the Undo command from the Edit menu.
- Delete the selected event from the sequence by pressing the Delete key.
- Selected events are automatically recalled to the Audio Event Editor where they can be edited and then placed or replaced in the sequence.

Align events

Use the Align commands in the Events menu to move an event to a location without changing its duration. Align commands work on the selected handle.

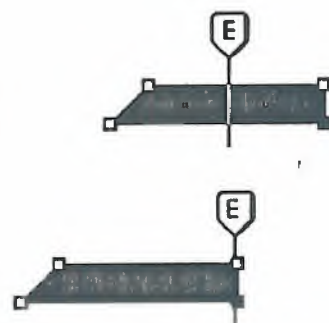
For example, an Align command could be used for backtiming.

1. Select an event.
2. Select the Event End handle.
3. Select the Mark Tool.
4. Scrub to the new Event End location and place an Edit Mark.
5. Select Align to Edit Mark from the Events menu.

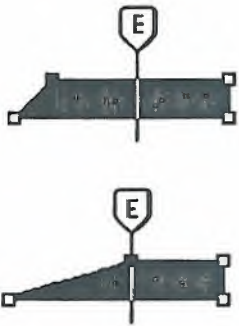
The event is moved. The Event End handle is aligned to the Edit Mark.

You can follow the same steps using the Mark Point or the Current Time and their commands to align.

If an event contains an offset point, the offset changes to match the new sequence time when the event is moved.



Basic EditView techniques (con't)



Trim events

Use the Trim commands in the Events menu to move the selected handle to a location without moving the event. (The duration of the event will probably change, depending on which handle you move.) Trim commands work on the selected handle.

For example, a Trim command could be used to move the Fade In handle.

1. Select an event.
2. Select the Fade In handle.
3. Select the Mark Tool.
4. Scrub to find a new fade in point and set an Edit Mark.
5. Select Trim to Edit Mark from the Events menu.

The Fade In handle is moved to the Edit Mark location.
Synchronization is retained.

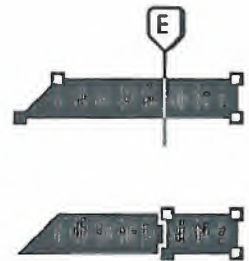
You can follow the same steps using the Mark Point or the Current Time and their commands to trim.

Block events

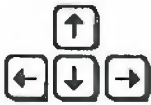
A selected event can be split into two using the Edit Mark.

1. Select the event you want to block.
2. Select the Mark Tool.
3. Scrub or otherwise locate the Edit Mark to the point where you want to split the event.
4. Select Block from the Edit menu.


The event is split at the Edit Mark. The second event is always selected after blocking. Both events have the same name.



Basic EditView techniques (con't)



Move events and handles

Select the Move Tool  when you want to manually move an event in the sequence. When the Move Tool is selected, use one of the following methods.



- Place the cursor over an event and drag it to another location.
- Press the right or left keyboard arrow to move a selected event by time increments.

Each click of an arrow key moves the event one increment. The amount of the increment depends on the time format in which the events are displayed. (See also, "The Track Display")

- Press the up or down arrow key to move a selected event by tracks.

You can also move a handle manually.



1. Choose the Select or Move Tool from the Tools Palette.
2. Place the cursor over the handle and drag.

Place an Edit Mark

The Edit Mark is a temporary mark point which can be placed after scrubbing. Use the Edit Mark as the paste location, the split point for blocking, or a mark point for align, trim and move commands. The Edit Time field gives the location of the Edit Mark.



1. Select the Mark Tool from the Tools Palette.
2. Scrub the sequence or event.
3. Release the button when you want to place the Edit Mark.

The Edit Mark is moved by scrubbing again (while the Mark Tool is selected), by dragging the Edit Mark icon on the Ruler, or by selecting a command from the Events menu.

Sync to picture

You can synchronize an event to picture by syncing an event handle to the picture time.

1. Locate the sequencer to the appropriate sync time in the picture.

This time appears in the Current Time field.

2. Select the handle that you want to align to picture time.
3. Select Align to Current Time from the Events menu.

The handle lines up with the Current Time.

You could alternately scrub to picture time and align the selected handle to the Cursor Time.